

APPENDIX: NONPLAYER CHARACTERS

This appendix contains statistics for omgar, aetheril, terron, and living heirloom nonplayer characters (NPCs), as well as a small number of other creatures that adventurers might find accompanying the races within this document.

OMGAR TRIBE LEADER

Small humanoid (omgar), chaotic neutral

Armor Class 16 (studded leather)

Hit Points 60 (8d6 + 32)

Speed 35 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	18 (+4)	19 (+4)	11 (+0)	14 (+2)	12 (+1)

Skills Animal Handling +4, Stealth +6, Survival +4

Damage Resistances fire

Senses passive Perception 12

Languages Common, Ignan

Challenge 4 (1,100 XP)

Enduring. The omgar can go without food and water for 11 days.

Sand Sight. The omgar has advantage on saving throws against being blinded.

Dueling. When the omgar is wielding a melee weapon in one hand and no other weapons, it gains a +2 bonus to damage rolls with that weapon.

Actions

Multattack. The omgar makes either two melee attacks or two ranged attacks.

Scimitar. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 9 (1d6 + 6) slashing damage.

Longbow. *Ranged Weapon Attack:* +6 to hit, range 80 ft./320 ft., one target. *Hit:* 8 (1d8 + 4) piercing damage.

An **Omgar Tribe Leader** is chosen by the height of their pack animal's cargo, the omgar with the highest, or most interesting cargo is declared the most fit to lead the tribe. The leader usually ends up being the strongest omgar within the tribe, as interesting items found along a tribe's journey are bitterly fought over, and many an omgar tribe has been split due to selfish infighting over such items.

For an omgar to have accumulated enough cargo to be declared the tribe leader, they must have spent years defending their prizes, earning themselves a name among the tribe as not only the most wealthy, but also the toughest and most formidable.

PACK CAMEL

Large beast, unaligned

Armor Class 9

Hit Points 26 (3d10 + 9)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	8 (-1)	16 (+3)	2 (-4)	8 (-1)	5 (-3)

Skills Athletics +5, Perception +1

Senses passive Perception 11

Languages -

Challenge 1/2 (100 XP)

Falling Cargo. Whenever a creature within 5 ft. hits the camel with an attack roll, they must succeed on a DC 9 Dexterity saving throw. On a failed save, the creature takes 4 (1d8) bludgeoning damage.

Unsecure Load. Whenever the camel takes the Dash action, it must succeed on a DC 9 Strength saving throw, or lose its cargo. If it fails, it loses the *Falling Cargo* trait, and its speed increases by 10 feet.

Actions

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 5 (1d4 + 3) bludgeoning damage.

Most omgar within a tribe will have a **Pack Camel** they are responsible for. It is rare for an omgar to have a different kind of pack animal, as camels are the most suited to the desert terrain that omgar roam.

Camels within an omgar tribe are bred tough, and are among some of the most hardy, and enduring of all natural beasts. A **Pack Camel** is fiercely defensive of the omgar that raised it, and will rally in defense of its owner. The omgar pack the cargo on the backs of these creatures so high, that would-be attackers are often crushed under falling objects, and oddities from their backs.

AETHERIL SPIRIT-SEEKER

Medium humanoid (aetheril), chaotic good

Armor Class 13 (padded)
Hit Points 28(5d8 + 5)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11 (+0)	14 (+2)	9 (-1)	14 (+2)	17 (+3)	18 (+4)

Senses darkvision 60 ft., passive Perception 13
Languages Common, Celestial
Challenge 1 (200 XP)

Haunting Magic. The spirit-seeker's innate spellcasting ability is Charisma (spell save DC 14). It knows the *mage hand* cantrip. It can cast the *dissonant whispers*, and *gaseous form* spells once with this trait. It regains the ability to do so after finishing a long rest.

Actions

Divine Sense. Until the end of the spirit-seeker's next turn, it knows the location of any celestial, fiend, or undead within 60 feet that is not behind total cover. Within the range, it can also detect any place or object that has been consecrated or desecrated, as with the *hallow* spell.

Rapier. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 6 (1d8 + 2) piercing damage.

Hand Crossbow. *Ranged Weapon Attack:* +4 to hit, range 30 ft./ 120 ft., one target. *Hit:* 5 (1d6 + 2) piercing damage.

Bonus Actions

Ethereal Vision (2/Day). Until the end the spirit-seeker's turn, it can see into the Ethereal Plane out to a range of 30 ft.

An aetheril may choose to hunt the spirit that inhabited their mother, one who chooses this path is known as an **Aetheril Spirit-Seeker**. Whether driven by curiosity, or vengeance, a spirit-seeker will endeavour to learn techniques, and abilities that will aid them in hunting the spirit they have a connection to. Combining their innate gifts, and the powers of divine magic to become a force against evil.

TERRON OUTSKIRT DEFENDER

Medium humanoid (terron), chaotic neutral

Armor Class 17 (studded leather)
Hit Points 46 (7d8 + 14)
Speed 30 ft., climb 30 ft

STR	DEX	CON	INT	WIS	CHA
12 (+1)	20 (+5)	14 (+2)	10 (+1)	14 (+2)	9 (-1)

Skills Acrobatics +11, Stealth +11, Survival +5
Senses darkvision 120 ft., passive Perception 13
Languages Common, Undercommon, Terron
Challenge 5 (1,800 XP)

Screech. The terron can communicate simple ideas and concepts with bats. They can understand the meaning of its words, though it has no special ability to understand them in return. The terron has advantage on all Charisma checks made to influence them.

Sunlight Sensitivity. While in sunlight, the terron has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Sneak Attack. The terron deals an extra 9 (3d6) damage when it hits a target with a weapon attack and has advantage on the attack roll, or when the target is within 5 feet of an ally of the terron that isn't incapacitated and the terron doesn't have disadvantage on the attack roll.

Actions

Dagger. *Melee Weapon Attack:* +8 to hit, reach 5ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Claws. *Melee Weapon Attack:* +4 to hit, reach 5ft., one target. *Hit:* 3 (1d4 + 1) slashing damage.

Shortbow. *Ranged Weapon Attack:* +8 to hit, range 80 ft./320 ft., one target. *Hit:* 8 (1d6 + 5) piercing damage.

Bonus Actions

Tenebrous. While the terron is in dim light or darkness, it can take the Hide action.

A **Terron Outskirt Defender** remains hidden for days on end, perched between stalactites on a cavernous ceiling. Remaining ever vigilant and on the look out for Underdark creatures that may wander too close to the perimeter of the terron's roost. Upon identifying a potential threat, the terron drops from the ceiling, landing on top of the target, and executes them before they have a chance to scream for help.

An outskirt defender uses domesticated bats to assist them in defending the roost. Using these bats as a natural warning alarms against incoming threats.

STONE SAGE

Medium construct (*living heirloom, statue*), lawful good

Armor Class 14 (mage armor, stony exterior)

Hit Points 26 (3d8 + 12)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	10 (+0)	18 (+4)	17 (+3)	10 (+0)	11 (+0)

Skills Arcana +5, History +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 10

Languages Common, Draconic

Challenge 3 (700 XP)

Sentient Construct. The stone sage is immune to disease and doesn't need to eat or breathe. It doesn't require sleep, but must enter an inactive state for 8 hours to gain the benefits of a long rest.

Inanimate Disguise. While the stone sage remains motionless, it has advantage on any ability checks made to disguise itself as an inanimate version of its form.

Spellcasting. The sage is a 4th-level spellcaster. Its spell casting ability is Intelligence (spell save DC 12, +5 to hit with spell attacks). The sage has the following wizard spells prepared:

Cantrips (at will) : *blade ward, message, thunderclap*

1st level (4 slots): *catapult, mage armor, thunderwave*

2nd level (3 slots): *darkvision, shatter*

Actions

Club. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 5 (1d4 + 3) bludgeoning damage.

A **Stone Sage** belongs to a secretive cabal of wizards and scholars, known as the Stone Sages. Membership within this cabal is restricted to Living Heirloom Statues, and potential members are watched over for years at a time before being propositioned to join. The main goal and drive of the Stone Sages is to protect others Living Heirlooms from maniacal wizards, or artificers who would perform torturous experiments on their kind, and to keep historical accounts of notable Living Heirlooms within the world.

It is rumored that the founder of the Stone Sages is thousands of years old, and knows the secrets to the reproduction of their kind. Even high ranking members of the Stone Sages don't know who their leader is however, and all members receive orders through telepathic message or sending spells.

MANNEQUIN INFILTRATOR

Medium construct (*living heirloom, mannequin*), lawful neutral

Armor Class 15 (studded leather)

Hit Points 13 (2d8 + 4)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
7 (-2)	16 (+3)	14 (+2)	10 (+0)	12 (+1)	16 (+3)

Skills Deception +5, Stealth +5, Sleight of Hand +5

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Common, Elvish

Challenge 1 (200 XP)

Sentient Construct. The infiltrator is immune to disease and doesn't need to eat or breathe. It doesn't require sleep, but must enter an inactive state for 8 hours to gain the benefits of a long rest.

Inanimate Disguise. While the infiltrator remains motionless, it has advantage on any ability checks made to disguise itself as an inanimate version of its form.

Masquerade. (2/Day). The infiltrator can cast the *disguise self* spell with this trait, using Charisma as its spellcasting ability for it.

Actor. The infiltrator has advantage on Charisma skill checks made to try to pass itself off as a different person. The infiltrator can mimic the speech of another person or the sounds made by other creatures. It must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by its Charisma (Deception) check allows a listener to determine that the effect is faked.

Actions

Dagger. Melee Weapon Attack: +5 to hit, reach 5ft., one target. Hit 5 (1d4 + 3) piercing damage.

On the rare occasion that a Living Heirloom Mannequin is born into a militaristic household, they may find their unique racial abilities put to use as a **Mannequin Infiltrator**. They act as spies, or assassins, operating deep undercover in enemy territories. The Mannequin is trained from awakening, increasing, and augmenting its skills in deception, and subterfuge.

Living Heirloom Mannequins that are trained in this way have the shortest life span expectancy of all their race. Not only due to the danger of their goals, but because the constant changing and shifting of persona can leave the Mannequin mentally drained and unsure of who they really are underneath the masquerade.

THE EMPTY KNIGHT

Medium construct (*living heirloom, armor set*), lawful good

Armor Class 18 (fully plated, shield)

Hit Points 75 (10d8 + 30)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	9 (-1)	17 (+3)	12 (+1)	11 (+0)	12 (+1)

Skills Athletics +7, Insight +3, Persuasion +4

Damage Immunities poison

Condition Immunities poisoned

Senses passive Perception 11

Languages Common, Dwarvish

Challenge 6 (2,300 XP)

Sentient Construct. The knight is immune to disease and doesn't need to eat or breathe. It doesn't require sleep, but must enter an inactive state for 8 hours to gain the benefits of a long rest.

The Empty Knight is an old wives' tale that dates back to some of the first known recordings of Living Heirlooms. The story goes that a noble knight rode into battle with his men at his back, and regardless of the odds against him and his men, they would always return victorious. The noble knight's desire to win on the battlefield was so strong that he could not be slain, his confidence serving as a shield against death itself.

Upon returning home from battle one late summers eve, the noble knight stumbled upon his wife in sheets with another man. Although the noble knight could endure physical injury without consequence, the pain of this betrayal left his soul so tattered, that he died only days later from a broken heart.

It is said that his soul remained, and inhabited the suit of armor he had worn through countless battles. His armor a representation of how his heart felt in his final moments; empty. He continued his life of servitude even through death, and rode into numerous more battles, before ultimately disappearing without a trace.

Many Living Heirloom Armor Set's have taken up the awe-inspiring monicker of **The Empty Knight** and many more will in times to come.

Inanimate Disguise. While the knight remain motionless, it has advantage on any ability checks made to disguise itself as an inanimate version of it's form.

Dueling. When the knight is wielding a melee weapon in one hand and no other weapons, it gains a +2 bonus to damage rolls with that weapon.

Action Surge (1/Day). The knight can take one additional action on top of it's regular action and a possible bonus action.

Improved Critical. The knight's weapon attacks score a critical hit on a roll of 19 or 20.

Actions

Multiattack. The knight makes two melee attacks.

Longsword. Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit 10 (1d8 + 6)

Bonus Actions

Second Wind (1/Day). Regain 1d10 + 6 hit points.